

LONGSWORD – C709 STRIKE FIGHTER

FLYER – BUILD RATING 3



MOVE

ASF

SOAK

5

REACT

—

IMPACT

—

DAMAGE

5

4

4

WEAPONS

RANGE

ARC

AP

AT

AA

Rapid Fire Coilguns

15"/-

FRONT

4

2

12

Devastating (AIR): Gain +1 Firepower Rating shooting at Aerial Elements.

Guided Missiles

15"/-

FRONT

4

12

2

Devastating (ARM): Gain +1 Firepower Rating shooting at Armoured Elements.

AIR SUPPORT MISSIONS

This Flyer may execute the following Air Support Missions during a Game:

Ground Attack (1VP): This may be used to target enemy Units.

Combat Air Patrol (0VP): This may be used to defend against enemy Air Support Missions.

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TYPE

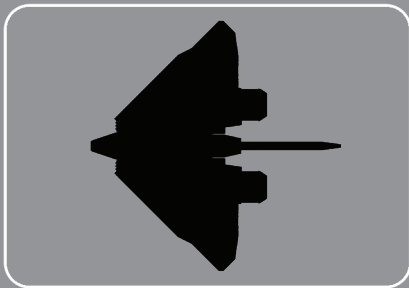
FLYER

ELEMENTS

1

POINTS

175



The Longsword is a multi-purpose military spaceplane used by the UNSC Navy as both an exoatmospheric interceptor and as a terrestrial bomber. Its internal ordnance bay can be configured with multiple weapon loadouts, allowing it to be the final answer to Insurrection threats and Covenant incursions. C709 Longswords deployed to Reach are stationed on every major defense platform in low geosynchronous orbit above the planet, where they engage Covenant warships and strikecraft. On strike missions to the surface they are often deployed alongside smaller C712 Longsword and B-65 Shortsword bombers to annihilate large concentrations of armoured vehicles and heavy dropships.

Longswords deployed to the surface of Reach operate in a ground-attack role, as their atmospheric maneuverability is unexceptional. Rapid-Fire Coilguns do give the Longsword a limited anti-air capability, but its Missile Pod loadout is devoted to tank-busting! With a Build rating of 3, UNSC Commanders may deploy two Longswords in a Battle Group.